

Abstract Class and Function Elements

```
public class Gandolon

    public Gandolon() { }

    public void DisplayIntroductionScreen()

    public void DisplayCallToActionScreen()

    public void DisplayCardsSelection()

    public Card GivePlayerACard(Player player)

    public void RevealCardToPlayer(Card card)

    public void DisplayChosenCardScreen(Player player)

    public void DisplayWaitForPlayerScreen()

    public void DisplayThinkingScreen()

    public void DisplayFinalResultScreen(Player player)

    public void WaitForPlayersFinalAnswer()

    private string GetSymbolForSuite(Suite suite)

    private string ConvertToNumberIfNoPictureCard(Rank rank)
```

```
public class Player

    public Card holdingCard;

    public string playerInput;

    public int enteredNumber;

    public Player()

    public void ProcessPlayerInput()
```

```
public static class PokerDeck

    public static List<Card> Cards = new List<Card>();

    public static List<Card> GeneratePokerDeck()

    public static Card DrawCard()
```

```
public class Card

    public Suite suite;

    public Rank Rank;
```

| public enum Rank | public enum Suite |
|------------------|-------------------|
| Ace | Clubs |
| Two | Diamonds |
| Three | Hearts |
| Four | Spades |
| Five | |
| Six | |
| Seven | |
| Eight | |
| Nine | |
| Ten | |
| Jack | |
| Queen | |
| King | |